REGISTER YOUR GAME

for your

FREE Hints and Tips Taster from

PRIMA GAMES

The Official Strategy Guide Publisher

plus...

get exclusive access to demos, downloads, videos, game news and much, much more!

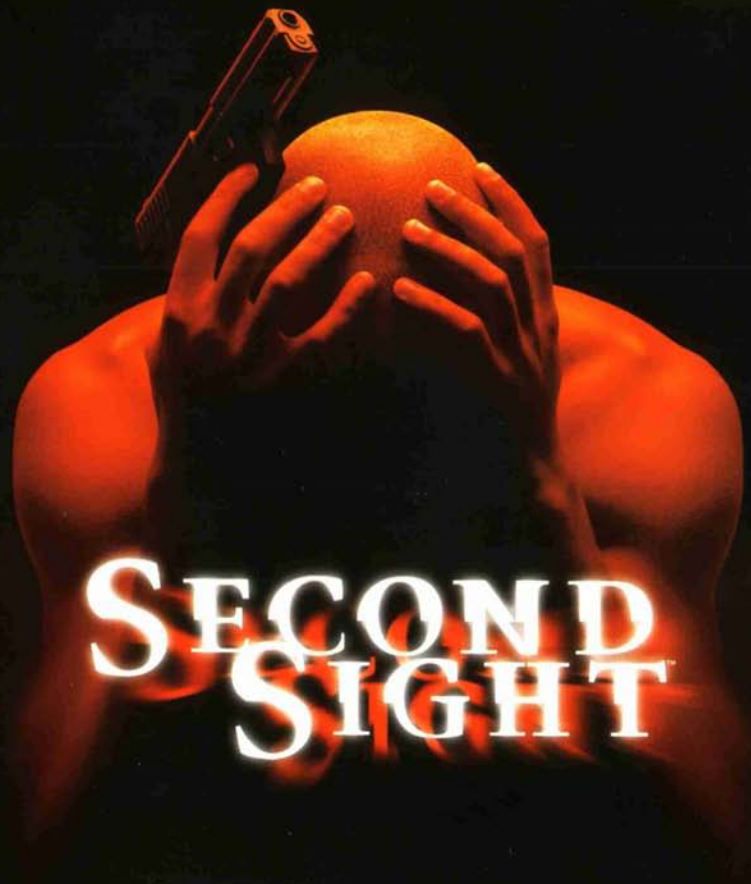
[Log on now at...
www.codemasters.co.uk/register]

5024866325584

PSECXBUK05

http://www.replacementdocs.com

XBOX



SECOND SIGHT

.FREE RADICAL

Codemasters

GENIUS AT PLAY

ENGLISH

safety information

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorised copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

contents

xbox controller s 2
menu navigation 2
controls 3
vattic wakes 4
getting started 5
the game screen 6
power & health 6
getting around 7
information is the key 8
stealth & secrecy 8
attacking & firepower 9
the power of psi 10
winterICE 12
pause menu 14
credits 15
software license agreement 16
customer support 17

xbox controller s

menu navigation

Navigate menus: left thumbstick or directional pad ↑↓

Accept/select: A

Cancel/back: B

controls

moving & views

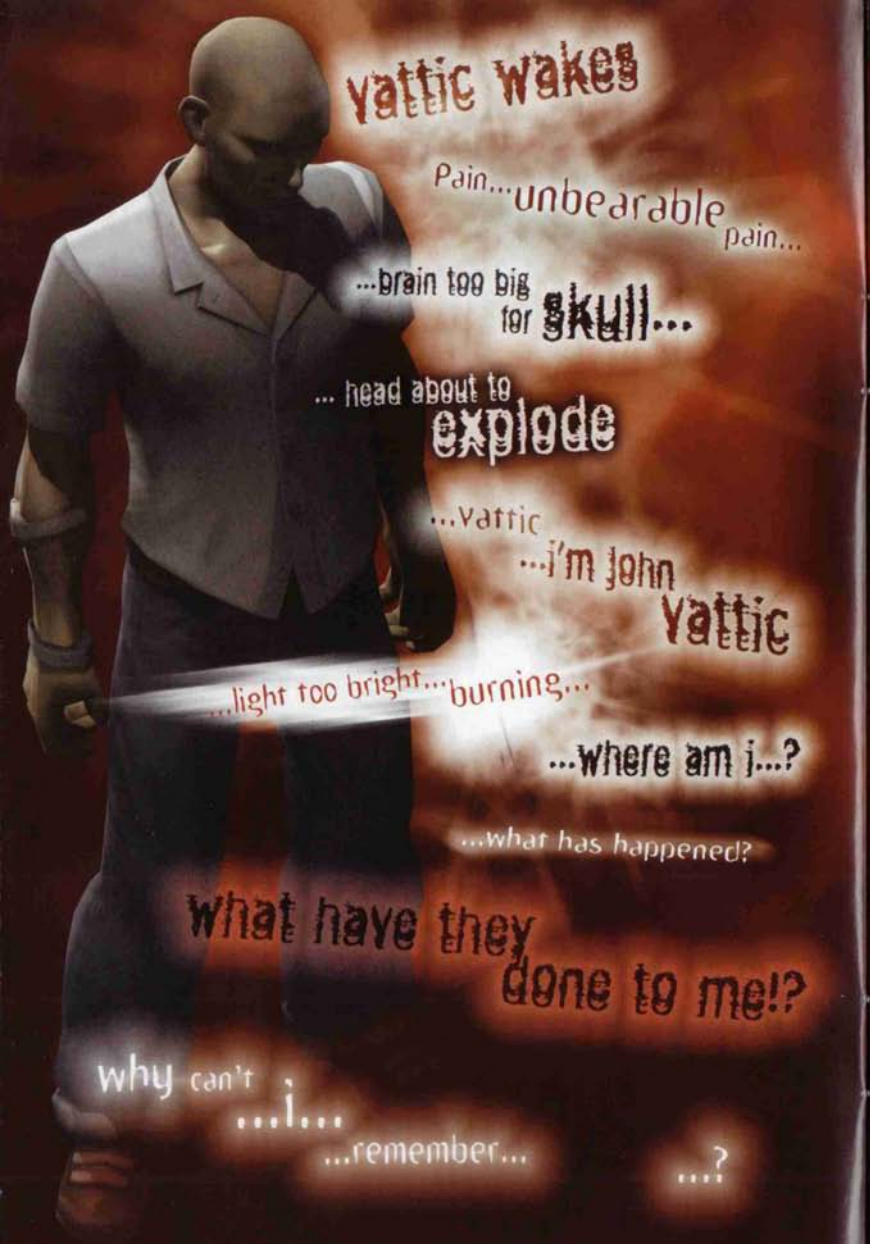
ACTION	CONTROL
Move around in 3rd person view	Left thumbstick ↑↓←→
Lean left & right in 1st person view	Left thumbstick ←→
Switch between 1st & 3rd person view	Click left thumbstick
Switch between 3rd person follow-cam (locked angle) & dynamic cam (free camera angle)	Y
Look around in 1st person view, or move dynamic cam in 3rd person view	Right thumbstick ↑↓←→
Crouch / stand up	X
Pause Game and open PDA (see Pause Menu)	▶

using weapons & psi powers

ACTION	CONTROL
Choose weapon in inventory	Directional pad ↑↓ (then A to select)
Choose psi power from those learned	Directional pad ←→ (then A to select)
Lock on to target	Hold L
Change target while locked on	Hold L + right thumbstick ↑↓←→
Fire weapon or use psi power on locked-on target	R
Manual aim with equipped weapon / refine aim when sniping	Right thumbstick ↑↓←→
Move object when using telekinesis	Right thumbstick ↑↓←→
Switch between weapons and psi powers	Click right thumbstick
Punch when unarmed, or pistol whip/club when armed with a weapon	B

context-sensitive controls

ACTION	CONTROL
Interact with environment / special moves (see on-screen)	A



getting started

first play

The first time you play Second Sight, select "Play" on the main screen.

Next, select "New Game" and enter your name following the directions on screen. This is the name of your save file. All game progress and level unlocks are saved to this file.

On subsequent plays, select the file you created to pick up the game at the beginning of the last level you unlocked.

game menu

SELECT LEVEL

Select the level to begin playing from. On the first time you play, only the first level will be available.

STATISTICS

Check out your gameplay statistics for the whole game and broken down into each completed level.

OPTIONS

Set up your game options by pressing the left thumbstick or directional pad ⬆⬇ to highlight an option and ⬅➡ to change its setting.

Music:	turn the music on or off.
Music volume:	adjust the level of the music.
Sound:	turn sound on or off.
Sound volume:	adjust the level of the sound effects.
Speech volume:	adjust the level of speech.
Subtitles:	turn subtitles on or off.
Vibration settings:	turn controller vibration on or off.
Save changes:	save the changes you have made and exit to the previous menu.

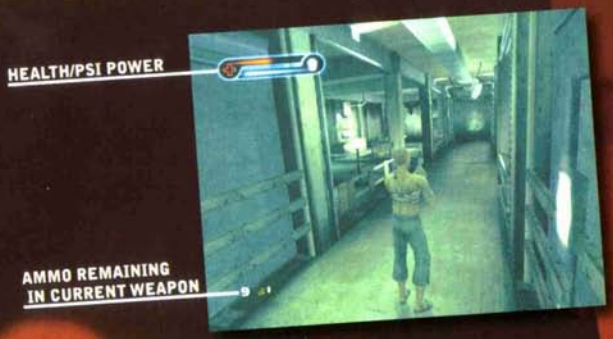
VIEW CREDITS

When you have finished the game, check out the team that brought you Second Sight™.

VIEW CUTSCENE

View any of the cinematic cutscenes you have encountered during your adventure.

the game screen



power & health

Vattic's health and psi power are shown at the top of the screen...

health

As Vattic gets hurt in combat, his health will reduce. When it runs out Vattic dies – game over.

Restore health by using Vattic's Heal psi power, locating a first aid kit, or seeking aid from a friendly medic.

psi power

When Vattic engages his psi ability, he uses up psi power. If he runs out of psi power, he may experience a mental brown-out and if lack of psi power snaps his mind back to his body (see Projection) a moment's vulnerable disorientation may result.

When psi power is low, switch to weapons or find somewhere quiet to hide to let it recharge.

getting around

3rd person view

Move Vattic in 3rd person view using the left thumbstick. Press ⬆⬇ to move forwards and backwards and ⬅➡ to move left and right.

WALLS AND OBSTACLES FOR STEALTH AND COVER

When Vattic is next to a wall (or other high object), press the left thumbstick to face the wall then ◯ to turn his back to it. Vattic may be less visible to enemies, or even able to sneak under the view cone of security cameras when hugging the walls and melding with the shadows like this.

When backed up to a wall, press the left thumbstick ⬅➡ to sidle left and right. Upon reaching a corner, stop and press the left thumbstick ⬅➡ to peek round and take a glimpse of the layout ahead. While peeking, press the left thumbstick in the direction of the adjacent wall to edge around the corner without leaving its cover.

If armed with a weapon, Vattic can leap out from behind a corner, pop off a shot and return to cover before taking too much damage from enemy fire. With a weapon equipped, back up to a wall or other large object and sidle up to the end. Peek around using the left thumbstick and hold L to jump out and lock onto a target (also use the right thumbstick to refine Vattic's aim). Press R to fire before releasing L to dive back to safety.

CROUCHING

Press X and Vattic crouches down (press X again to return to standing). While crouching, he can move as above albeit rather more slowly. He can also make use of low level cover such as fences or packing cases to hide from enemy sight and fire.

While crouched and backed up to low cover, Vattic can sidle, peek and fire as above, and can also leap up to loose a round **over** the obstacle before dropping down again.

Crouch and back up to an object, then with a weapon equipped, hold the left thumbstick ⬆ and hold L to stand up and lock on to a target; press R to fire before releasing L to drop back under cover.

AERIAL MANOEUVRES

While on walkways or balconies, Vattic can flip over the edge to hang by his hands. Move Vattic to the edge and press A to drop and hang. Press the left thumbstick ⬅➡ to swing hand-over-hand left or right; press ◯ to climb back up to the platform, or A to drop down to the ground below.

1st person view

Click the left thumbstick to switch between 3rd and 1st person views.

In 1st person view, use the right thumbstick to look around. When Vattic needs to peek around a corner or an obstacle, press the left thumbstick ⬅➡ to lean in that direction.

information is the key

Keep an eye out for enemy computer systems; they may hold key information or security codes necessary for Vattic's mission. To use a computer, approach it and press A.

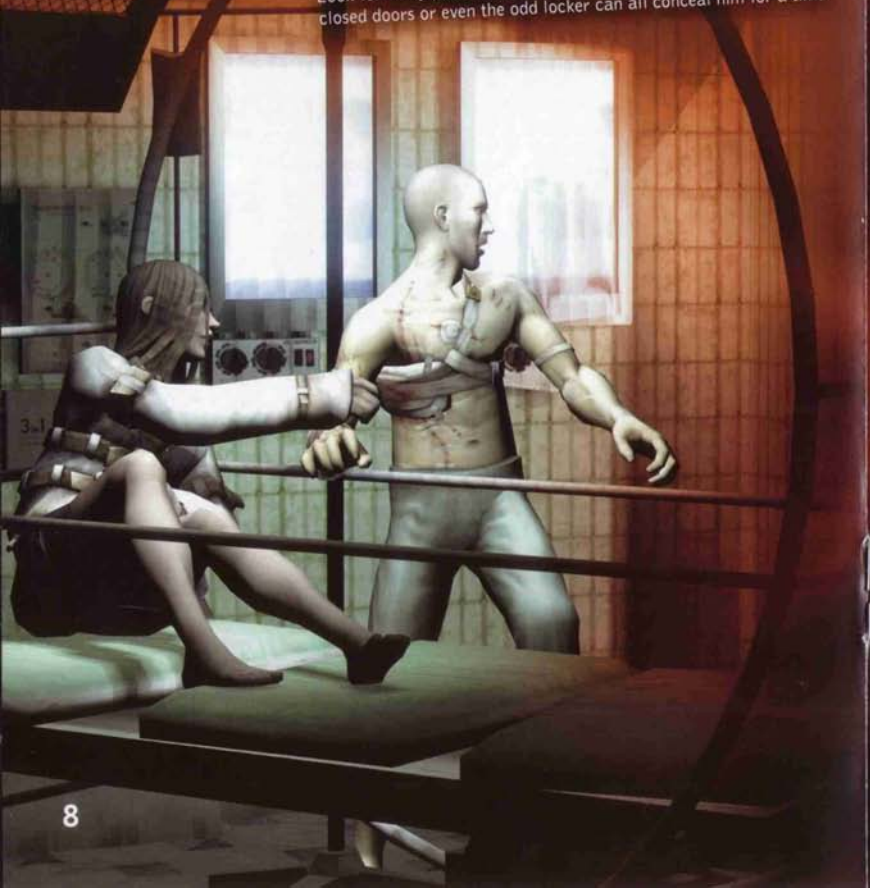
If the machine can be accessed, the computer's VDU will appear on-screen. Use the left thumbstick to move the mouse cursor and press A to click a desktop application.

When Vattic has finished, be sure to close applications and log off by pressing Y.

stealth et secrecy

Do not underestimate the value of stealth. Avoid getting spotted by enemies or security systems, or raising the alarm with too overt an attack, or Vattic may find that his mission is brought to an abrupt end. Remember to tidy up after Vattic; a corpse in a corridor can often cause concern for the deceased's comrades. TK it out of sight before it gets noticed.

If the alarm is raised, find somewhere to hide until the alert is cancelled. Look for likely places of seclusion as Vattic explores. Solid objects, closed doors or even the odd locker can all conceal him for a time.



attacking et firepower

As Vattic progresses through his mission he will acquire various weapons with many different capabilities.

To choose a weapon, press the directional pad ⬆⬇ and press A to select it.

HAND-TO-HAND ATTACK

When Vattic is unarmed or out of ammo, you may need to make things up close and personal.

Get an enemy within arm's reach and press B to attack. If Vattic has no weapon equipped, his enemy will fall victim to his pummelling fists, but if Vattic does have a gun in hand – well, a sharp crack at the base of the skull with a rifle stock or pistol grip often does the trick...

THE STEALTHY ATTACK

If Vattic can creep up behind an enemy without alerting them to his presence (Charm), he may be able to immobilise them and put them out in utter silence.

When an oblivious foe is within reach, press A to slide a strangle hold around their neck, then use B to render them unconscious or A to hurl them away.

TRANQUILLISE 'EM

Equipped with the short-range tranquilliser gun, Vattic can remove enemies from the action for an extended period of time, without actually divorcing them from their heartbeat.

Press L to lock on to an adversary, then use the right thumbstick to refine Vattic's aim. The drugs take effect faster or more slowly depending on where the tranq dart strikes. A headshot or neckshot is likely to drop them in their tracks, but a legshot could take some while to work – unless a larger dose is administered. Press R to fire a dart.

TAKE AIM - LET RIP

With a weapon in hand in 3rd person view, hold L to lock on to a target and press R to fire.

Use the right thumbstick to change the target that Vattic locks on to. If a machine gun is equipped, you can use the right thumbstick to spray the room with bullets. In 1st person view, use the right thumbstick to aim.

When it's time to reload, it may be wise to take cover. It could be fatal to get caught without bullets in the middle of a firefight. Manually reload the equipped weapon by holding L and pressing A.

SNIPING

When a sniper rifle is equipped, the sniper scope comes into play.

In 3rd person view, press L to lock on to a target then keep the button held and the scope will zoom in for a tighter shot. Use the right thumbstick to refine the shot further before pressing R to squeeze off a round.

In 1st person view, press L raise the rifle, then the left thumbstick ⬆⬇ to zoom in and out, while using the right thumbstick to aim. Press R to place the shot.

the power of psi

Waking disoriented in a hospital bed, Vattic discovers that his mind is not all it used to be. Memories are missing, fundamental information is just ... gone. But in their place, a power is growing, evolving; a power that may push Vattic to the edge of sanity and beyond, unless he can gain control and reclaim his past...

healing

Vattic channels the power of his mind to accelerate his own healing and restore his damaged body. While concentrating on his restoration, Vattic is vulnerable to attack.

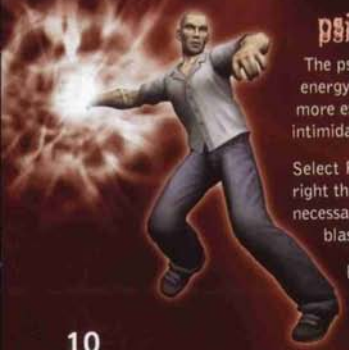
Select Healing then hold R until Vattic is healthy again. It may be possible to focus Vattic's healing power to the benefit of others. Hold L to lock onto another person (press the right thumbstick ⬆⬇⬅➡ to select other people), then hold L.

telekinesis

By focusing his thoughts on a single object, Vattic can move it without touching it. As Vattic becomes more experienced with telekinesis, he'll be able to move heavier objects.

Select Telekinesis then hold L to lock on to an object. Press the right thumbstick ⬆⬇⬅➡ to lock on to a different object if necessary. Finally hold R to bring the chosen object under Vattic's control and use the right thumbstick to move it.

psi blast



The psi blast is a highly-destructive concentration of psychic energy that Vattic can hurl at his adversaries. As Vattic becomes more experienced in its use, the psi blast may become an even more intimidating force.

Select Psi Blast then hold L to lock on to an object. Press the right thumbstick ⬆⬇⬅➡ to lock on to a different object if necessary, then hold R to form the psi blast and release to throw it.

Each blast uses an amount of psychic energy.

charm

When Vattic wraps his psychic energy about himself, he can obliterate his presence from the mind of any nearby human. Physical contact with another person though, is a different matter...

Select Charm then hold R to go invisible. The effect will last until R is released or Vattic's psychic energy drains completely.

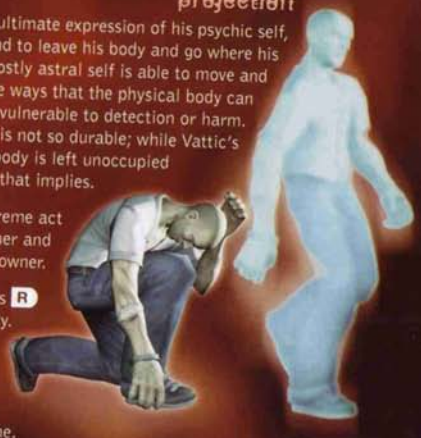
Occasionally, Vattic's charm power can alter or calm the attitude of comrades. With Charm selected, hold L to lock on to a target mind (use the right thumbstick to change the lock if necessary), then press R to coerce that person. Do not attempt to charm enemies – contact with a mind so full of aggression can temporarily wipe out Vattic's psychic energy.

projection

When Vattic invokes this ultimate expression of his psychic self, he is able to force his mind to leave his body and go where his physical form cannot. The ghostly astral self is able to move and interact in all the ways that the physical body can and is invulnerable to detection or harm.

However, the flesh is not so durable; while Vattic's consciousness is travelling, his body is left unoccupied with all of the defencelessness that that implies.

It may even be possible, through an extreme act of will, to violate the mind of another and wrest control from its owner.



Select Projection and press R to eject Vattic's mind from his body. All of the normal movement controls apply. Approach an unsuspecting human and press A to suspend their consciousness and take possession of their motor functions for a short time.

Vattic's mind will whiplash back to his body when his psychic energy is exhausted or corporeal pain distracts his concentration.

Name:
col. joshua starke

Role:
Winterice Commanding Officer

Profile:
Following several accomplished tours of duty, Starke elected to leave mainstream service in order to head up small teams of specialists such as WinterICE. He has pioneered the use of parapsychology in counter terrorist operations.

Name: jayne wilde
Role: Civilian Advisor
Profile: Claiming to possess precognitive abilities, Wilde's psychic advice is taken very seriously by Command, having guided the team away from potential disaster with her predictions on many previous occasions.

Name:
martha franklin

Role:
Recon / Sniper

Profile:
This veteran's ice-cold demeanour may fail to stir the hearts of her team-mates, but it does mean that very little is capable of spoiling her aim as she focuses in for a surgically precise shot.

00812.0.wi

Name:
william robert jackson 'tex'

Role:
Explosives

Profile:
Tex's wise-cracking attitude can often rub others up the wrong way, though the members of WinterICE have discovered that this exterior covers the excellence and expertise of a true brother in arms.

00401.0.wi

Name:
juan carlos verdes 'jc'

Role:
Weapons

Profile:
A man who plays his cards close to his chest, JC is a thorough expert in his field and can turn his hand to almost any weapon, new or old.

00799.4.wi

Name: anthony cortelli
Role: Comms
Profile: Cortelli's ability to wring a signal out of even the most outdated comms lash-up has gained the team vital intelligence on many earlier missions. It's reputed that he can take the boot camp assault course faster than anyone on his squad (Tex would, of course, argue with that).

Name:
patrick ballard MD

Role:
Field Medic

Profile:
His dedication to his work doesn't leave much room for conversation. However Ballard's quietness and calm inspires much confidence in his patients as he patches them up efficiently, even under heavy fire.

00274.3.wi

pause menu

At any time during gameplay, press ▶ to pause the game and access Vattic's PDA, a vital source of information. Use the left thumbstick to move the cursor around the PDA screen and press A to click an icon. Press B or ◀ to close the Pause Menu and return to the game. The following options are available:

Options: adjust sound volumes, and turn controller vibration on or off.

Applications: select this to access any of the computer applications that Vattic gathers as you play the game. The most significant of these is the 3D Map Viewer, which allows you to recall any of the level maps that Vattic discovers on computer terminals throughout the game.

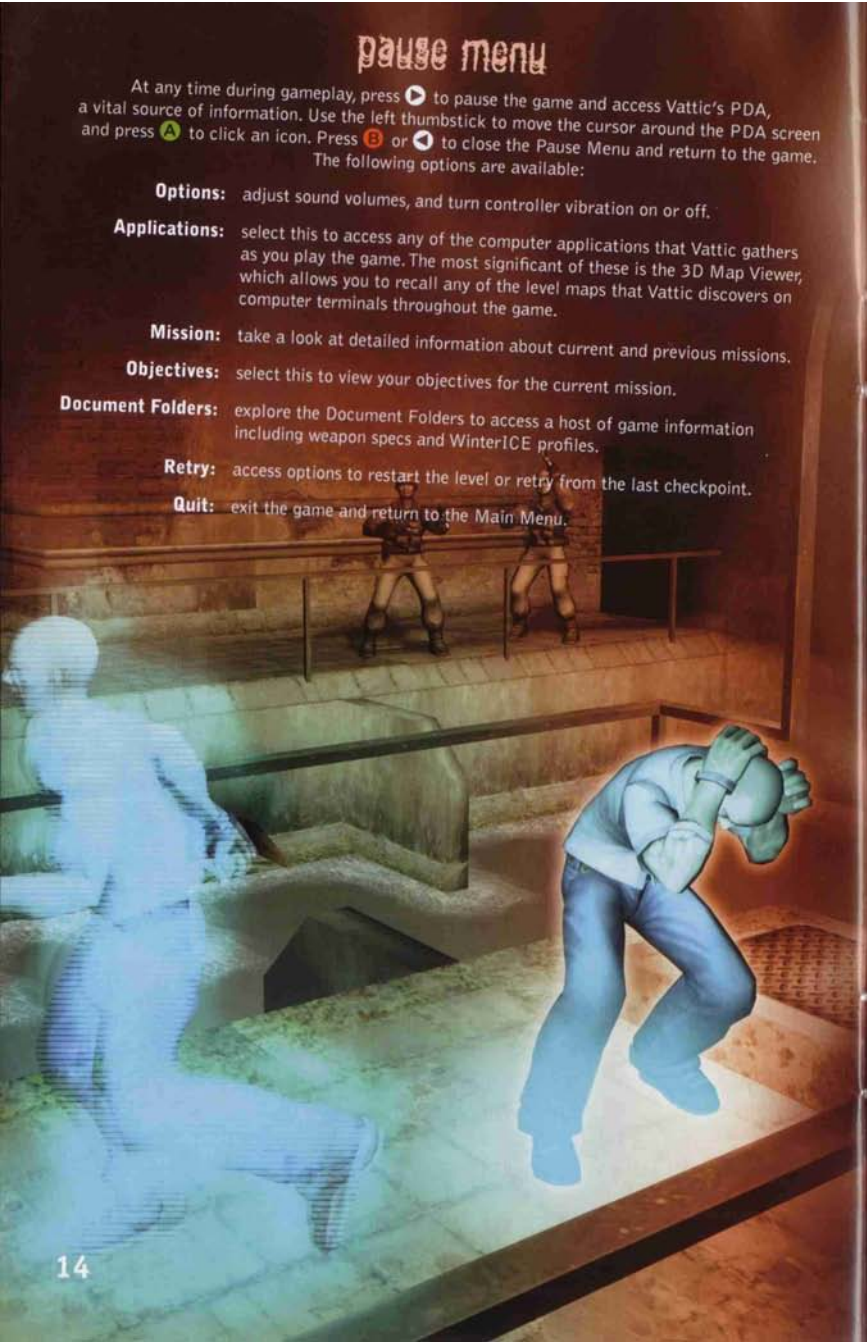
Mission: take a look at detailed information about current and previous missions.

Objectives: select this to view your objectives for the current mission.

Document Folders: explore the Document Folders to access a host of game information including weapon specs and WinterICE profiles.

Retry: access options to restart the level or retry from the last checkpoint.

Quit: exit the game and return to the Main Menu.



credits – free radical

Team Leader – Mike Armstrong

Lead Artist – Richard Lord

Music & Sound – Graeme Norgate

Lead Character Artist – Ben Newman

Lead Animator – James Cunliffe

Programmers
Alex Weighell – Mark Tully – Andrew Birdsall – James Hubbard

Design/Programming
Derek Littlewood – Tim Furnish – James Bamford – Thomas Houghton

Additional Programming
Paul Hanshaw – Andrew Rayson – Miles Clapham – David Conley

Artists
Marc Stewart – Russell MacLean – Stephen Cooper – Peter Norris – Javier Tejada

Additional Art
Gary Cox

Character Artists
Les Spink – Mark O'Kane – Stephen Davison – Jake Gumbleton – Nicholas Carver – Andrew Jackson

Animators
Andrew Lawson – Curtis Fell – Alexander Crowhurst – Simon Scott – Andrew Hunt
Chad Ellis – Javier Moratinos – Damon Tasker – Salvador Young

Project Management
Martin Wakeley

QA Management
Kevin Ellis – Paul Ellis

Tester
Michael Adamson

Additional Music
Christian Marcussen

Principal Voice Talent
Andrew Lawson – John Vattic / Tom Clarke Hill – Colonel Starke / Doug Cockle – Director Hanson
Lynsey Beauchamp – Jayne Wilde / Andrew Wincott – Professor Grienko

Additional Voice Talent
Martin Sherman – Sarah Mennell – Laurence Bouvard
Melanie Bond – Mac Macdonald – Peter Banks

System Support
John Veasey

Office Management
Michella Angeloni

Office Assistance
Kathryn Woods

Special Thanks
Gillian Cordall – Larry Goldberg – Rob Letts – Ed Turkington – Mario Club – Outsource Media

Art Production
Karl Hilton

Business Development
Steve Ellis

Based on an original concept by
David Doak

The Codemasters External Design & Development Team

The Codemasters Software Company Limited
Software License Agreement

IMPORTANT - READ CAREFULLY: THE ACCOMPANYING PROGRAM (WHICH INCLUDES COMPUTER SOFTWARE PROGRAM, THE MEDIA AND RELATED DOCUMENTATION IN PRINTED OR ELECTRONIC FORM) IS LICENSED TO YOU ON THE TERMS SET FORTH BELOW, WHICH CONSTITUTES A LEGAL AGREEMENT BETWEEN YOU AND THE CODEMASTERS SOFTWARE COMPANY LIMITED. ("CODEMASTERS"). BY USING THE PROGRAM, YOU AGREE TO BE LEGALLY BOUND BY THE TERMS OF THIS AGREEMENT WITH CODEMASTERS.

THE PROGRAM is protected by the copyright laws of England, international copyright treaties and conventions and other laws. The Program is licensed, and not sold, and this Agreement confers no title or ownership to the Program or any copy thereof.

1. Limited Use License. Codemasters grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Program solely for your personal use.

2. Ownership. All intellectual property rights in and to the Program (including but not limited to video, audio and other content incorporated therein) and title to any and all copies thereof are owned by Codemasters or its licensors, and you receive no right or interest therein other than the limited license in paragraph 1 hereof.

YOU SHALL NOT:

* Copy the Program.

* Sell, rent, lease, license, distribute or otherwise transfer or make available to any other person the Program, in whole or in part, or use the Program or any part thereof in any commercial context, including but not limited to using in a service bureau, "cyber cafe", computer gaming center or any other commercial location in which multiple users may access the Program. Codemasters may offer a separate Site License Agreement to permit you to make the Program available for commercial use; see the contact information below.

* Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Program, in whole or in part.

* Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.

LIMITED WARRANTY. Codemasters warrants to the original consumer purchaser of the Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium of a product is found defective within 90 days of original purchase, Codemasters agrees to replace, free of charge, such product within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Codemasters. In the event that the Program is no longer available, Codemasters retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Codemasters and is not applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, SATISFACTORY QUALITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE CODEMASTERS.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you encountered and the system on which you are running the Program.

LIMITATION ON DAMAGES. IN NO EVENT WILL CODEMASTERS BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF CODEMASTERS HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. CODEMASTER'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Codemasters, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Program and all of its component parts.

INJUNCTION. Because Codemasters would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Codemasters shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Codemasters may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Codemasters, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Program pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be governed by and construed in accordance with the laws of England and you consent to the exclusive jurisdiction of the courts of England.

If you have any questions concerning this license, you may contact Codemasters at:
The Codemasters Software Company Limited, PO Box 6,
Leamington Spa Warwickshire CV47 2ZT United Kingdom.
Tel +44 1926 814 132, Fax +44 1926 817 595.

customer support

	Email	Tel
English	custservice@codemasters.com	+44 (0)1926 816044
	Codemasters Software Co. PO Box 6. Leamington Spa, Warwickshire, CV47 2ZT. UK.	
Français	serviceclientele@codemasters.com	+44 1926 816066
	Codemasters Software Co. PO Box 6. Leamington Spa, Warwickshire, CV47 2ZT. UK.	
Deutsch	kundendienst@codemasters.com	+44 1926 816065 Es gilt die Gebührenordnung für Auslandsgespräche.
	Codemasters Software Co. PO Box 6. Leamington Spa, Warwickshire, CV47 2ZT. UK.	
Italiano	assistenza@halifax.it	02-4130345
Nederlands	benelux_support@codemasters.com	+44 (0)1926 816 044 Engels, Frans en Duits alleen gesproken
Español	soporte@proein.com	91 406 29 64
	Proein, Hermanos Gracia Noblejas 37 Edf. C2. 28037 Madrid. España.	

www.codemasters.co.uk

© 2004 Free Radical Design Limited. All rights reserved. "Second Sight"™ and "Free Radical Design" ™ are trademarks of Free Radical Design Limited. Developed by Free Radical Design Limited. Published by The Codemasters Software Company Limited ("Codemasters"). "Codemasters"® is a registered trademark and "GENIUS AT PLAY"™ is a trademark of Codemasters. Developed by Free Radical Design Limited. Published by Codemasters. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited.